

CLAIMS

The embodiments of the invention in which I claim an exclusive property or privilege are defined as follows:

1. A system for controlling a performing arts show, comprising:
 - (a) a means for playing lists of audio tracks and lighting sequences that are timed to said audio tracks,
 - (b) a body containing a plurality of switches, and
 - (c) a means for controlling lights in response to said lighting sequences,

whereby said switches control the starting and stopping of said lists of audio tracks and lighting sequences.

2. A system as described in claim 1, further including a means for displaying lyrics that are timed to said audio tracks.
3. A system as described in claim 1 wherein said switches also control the volume of said audio tracks' playback.
4. A system as described in claim 1 wherein said switches also control the selecting of the current item on said lists for playback.
5. A system as described in claim 1, further including a means to mix live audio with said audio tracks.
6. A system as described in claim 1 wherein said means for controlling lights uses the DMX512 protocol as described by the United States Institute of Theatre Technology.
7. A system as described in claim 1 wherein said means for controlling lights uses MIDI signals.
8. A system as described in claim 1 wherein said switches are foot operated.

9. A system as described in claim 1 wherein said means for playing lists of audio tracks and lighting sequences is a microprocessor that is integral to said body containing a plurality of switches.
10. A system as described in claim 1 wherein said body containing a plurality of switches is connected via a wireless connection to said means for playing lists of audio tracks and lighting sequences.
11. A system as described in claim 1 wherein said lighting sequences contain sound-activated events.
12. A system as described in claim 11 wherein said means for playing lists of audio tracks and lighting sequences also analyzes said audio tracks to trigger said sound-activated events.
13. A system as described in claim 11, further including a microphone, whereby said sound-activated events are triggered by output from said microphone.
14. A system as described in claim 1, further including a method for generating and a means for displaying computer graphics in synchronization with said audio tracks.
15. A system as described in claim 14 wherein said display means is a projector.
16. A system as described in claim 14 wherein said computer graphics generation method is based upon a prescribed algorithm that is a function of the audio signal from said audio tracks.
17. A system for controlling a performing arts show, comprising:
 - (a) a means to play lists of audio tracks, and
 - (b) a body containing a plurality of foot operated switches,whereby said foot operated switches control the starting, stopping, and the selection of said audio tracks.
18. A system as described in claim 17, further including a method of displaying lyrics in

synchronization with said audio tracks.

19. A system as described in claim 17 wherein said means to play lists of audio tracks is a microprocessor that is integral to said body containing a plurality of foot operated switches.

20. A system as described in claim 17 wherein said body containing a plurality of foot operated switches is connected via a wireless connection to said means to play lists of audio tracks.

21. A method for controlling a performing arts show comprising:

- (a) providing a means for playing lists of audio tracks and lighting sequences that are timed to said audio tracks,
- (b) providing a body containing a plurality of switches, and
- (c) providing a means for controlling lights in response to said lighting sequences,

whereby said switches control the starting and stopping of said lists of audio and lighting sequences.

22. A method for controlling a performing arts show comprising:

- (a) providing a means to play lists of audio tracks, and
- (b) providing a body containing a plurality of foot operated switches,

whereby said switches control the starting, stopping, and selection of said audio tracks.